GRIMCOVEN

OFFICIAL GAME FAQ / ERRATA V1.1 (October 2025)

Devourer Opportunity cards
Q: There is no instruction to "Refill the Attack track" on cards "Break" and "Exchange". Should I refill it or not?
A: Yes, you should always refill the Attack track after resolving the Opportunity effect, unless the effect states otherwise. This will mostly happen on results.

Swarm Mistress Stage cards
Q: The "Toxic Venom" Curse thresholds overlap. How should I resolve this effect?
A: The thresholds are misprinted. They should be divided as follows: 1 Curse, 2-3 Curses, 4 Curses and 5+ Curses.

On Enter effects
Q: The Rulebook and Tutorial booklet seem to contradict on when to resolve the /"On Enter" effects. When should I apply them?
A: The Rulebook is correct. They are applied when a model ENDS their movement on a space.

Rulebook – Component list for the main box
Q: I have 30 additional cards (Deputy Evolution) in the box that are not included on the component list. Is that an error?
A: Yes, it's a printing error. The missing 30 Deputy cards should be in the box – they are used in Solo mode. They should have been included in the "Other Cards" section, changing the number from 30 to 60.

Rulebook – Component list for the main box
Q: I'm missing 1 Hunter Evolution card according to the component list. Is that an error?
A: Yes, the Rulebook has the wrong number printed. There should be 166 Hunter Evolution cards total. If you have 166 of those cards then everything is fine.

Undead General Banner cards
Q: The Huntbook (rules section) and the Undead General stat cards contradict on when I should resolve the Banner effects. Which is correct?
A: The Stat cards are correct. The effects should be resolved at the beginning of step V.

Tutorial booklet
Q: On page 2, the visualisation of setting up the Lament Rifts does not match the instructions farther in the booklet. Where should the Lament Rifts be placed?
A: Lament Rift 4 should be in the bottom left corner of the Map (next to the Portal) and Lament Rift 2 should be to the right of Lament Rift 4. See image provided.

Tutorial booklet
Q: On page 14, I'm instructed to place an Attack card in the "Next turn slot" on top of the Opportunity card, but the Opportunity card is in the "This Turn slot". How do I proceed?
A: It's an error on our part. This part should simply read to put this card in the "Next Turn slot" without mentioning the Opportunity card – as it is not there.

Forgotten Entities Event cards
Q: The "Self-interested Generosity" card instructs me to give any number of Lament. Can it be 0?
A: No. It should be a minimum of 1.

Keeper Pretender rules
Q: The Rulebook and the Stat card of the Pretender Keeper seem to contradict one another on when to resolve the Craving effect? Which is correct?
A: The Stat card is correct. The Craving should be resolved after resolving the Attack card not before.

Personal Stories
Q: When proceeding quests for some Hunters, I unlock cards, but the names are different. What are the correct names for each Hunter?
A: The Twins should unlock the Dripping Fang instead of Dripping Dagger. The Mannequin should unlock the Cannon Arm/Shield instead of Cannon Arm/Protect.

Blood Sucker Elite card
Q: The Activation on the Blood Sucker Elite says to "resolve all" instead of the normal "resolve first applicable" like on the other Elite cards. What is the correct version?
A: It should be "resolve first applicable" like on the other Elite cards.

Chimera Attack cards
Q: The Attack card "Then, the eagle tears..." instructs me to "teleport the closest Hunter", but does not specify to where. How do I resolve this card?
A: The word "to" is missing in the effect. The effect should say "teleport to the closest Hunter".

Graveyard Dragon Huntbook Scenario 3
Q: The Environment setup instructs me to place 3 Landmark models in marked spaces, but there are no markings on the visualisation. Where should those models be placed?
A: This instruction should instead say: "place the Models on the Map in the spaces with Treasure tokens."

Graveyard Dragon Huntbook Scenario 5
Q: This scenario instructs me to use a size 3 Cemetery tile 3-5A, but it is already in use. What tile should be used here?
A: 5-3A

Convergence Huntbook Scenario 3
Q: This scenario instructs me to use a size 3 Forest tile 5-3B, but 5-3B is a Swamp tile. What tile should be used here?
A: 5-2B